5in

7in

FS5000 Electronic Dartboard

Playing Instructions

Item #3647

WARNING:
Darts is an adult sport.
It is dangerous for children
to play without supervision.

Made In China
Franklin Sports Inc.
Stoughton, MA. 02072
www.franklinsports.com
For replacement parts call:
1-781-341-5178 or 1-800-225-8649
OR visit www.franklinsports.com

Unpacking:

Unpack your new dartboard carefully, making sure all parts are included. The following components are included in this set:

- 1 Electronic Dartboard
- 6 Darts (unassembled)
- 6 Replacement Tips
- Owner's Manual

Batteries:

This dartboard requires 4 AA (1.5 volt) Batteries to operate (adapter ready). BATTERIES NOT INCLUDED. Do NOT mix old and new batteries and do not mix alkaline, standard (caron zinc), or rechargeable (nickel cadmium) batteries.

Adapter Optional- INPUT: AC 120 VOLTS / 60 AMP / 9 WATTS (NOT INCLUDED)

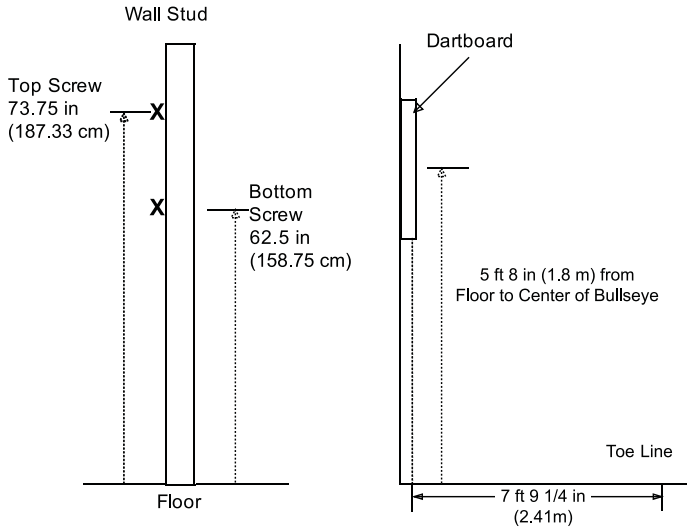
Set Up/Mounting Instructions:

Choose a location to hang the dartboard where there is about 10ft (3.05m) of open space in front of the board. The "toe-line" should be 7ft 9 1/4in (2.41m) from the face of the dartboard.

Locate a wall stud and place a mark 73.75in (187.33cm) from the floor. This mark is for the top screw hole. For the bottom screws, you will measure 62.5in (158.75cm) from the floor. Using a pencil, make a reference mark very lightly on the wall. (do not drill a hole in the "reference mark" that you have made) You will then need to place a mark 6.31in (16cm) to the left of that reference mark. That will be the location for the left side bottom screw. You will then make another mark 6.31in (16cm) to the right of the original reference mark you made. That will be the location for the right side screw.

Mount the dartboard on the wall by lining up the holes on the back with the screws. It may be necessary to adjust the screws until the board fits snugly against the wall.

Center of Bullseye should be 5ft 8in (1.8m) from the floor when finshed.



Dartboard Functions:

RESET button - Cancels current score and returns to start of game.

POWER button - Press to turn game on or off. Dartboard has an automatic suspend mode to conserve power and battery life (if using batteries). The dartboard will make sound effect and display "SLEEP" on the display after approximately 3 minutes of non-use. However, the scores are stored in memory and can be restored by pressing any button.

SOUND button - Press to change volume to high, low, or off.

PLAYER/PAGE/SCORE button - This button is used at the start of each game to select the number of players you want to play the game. In addition, this button allows players to see other player scores of not on active display. This dartboard keeps track of up to 4 player scoring or 4 two-person teams. When playing with more than 2 players, some scores will be not be visible when not active. This button allows you to page through all players' scores as needed.

DOUBLE/MISS button - This button is used to activate the Double In/Double Out option for the "01" games. This function is only active when selecting 301, 401, etc. games. Press the **MISS** button if you wish to register a dart that misses the target area.

Digital Play button - Press to activate Digital Play feature where you can play against the computer. Press continually to cycle through the 5 different skill levels. See page 6 for detailed instructions.

START button - This multi-function button is used to:

- **START** the game when all options have been selected.
- **CHANGE** to the next player when one player is finished with his round. This will put dartboard in **HOLD** status between rounds to allow player to remove darts from the target area.

GAME buttons - Press to page through the on-screen game menu.

Electronic Dartboard Operation:

Press the **POWER** button to activate dartboard. A short musical introduction is played as the display goes through power-up test.

Press **GAME** buttons until desired game is displayed

Press **PLAYER** button to select the number of players (1, 2, 3, 4, t 1-1, t 2-2, t 3-3, t 4-4)
The default setting is 2 players.

Press **START** button (red) to activate game and begin play.

Throw darts

• The dart indicator display is located to the right of the score display. The number of darts displayed indicate the remaining throws for the active player.

• When all 3 darts have been thrown, a voice command will indicate "next player" and the score will flash. The darts can now be removed without affecting the electronic scoring. When all darts are removed from the playing surface press the **START** button to go to next player. Voice command will indicate which player is up.

Team Play:

In addition to scoring for up to 4 players, this dartboard is capable of keeping score for team play up to a maximum of 4 two-person teams (8 individuals). To enter team play mode, press **PLAYER** button continually until a "t" appears on the display.

Each team option is illustrated below:

t 2-2 2 teams, 4 individual players
(1st team-players **1&3**, 2nd team-players **2&4**)

t 3-3 3 teams, 6 individual players
(1st team-players **1&4**, 2nd team-players **2&5**, 3rd team-players **3&6**)

t 4-4 4 teams, 8 individual players
(1st team-players **1&5**, 2nd team-players **2&6**, 3rd team-players **3&7**, 4th team-players **4&8**)

During team play, team members combine their scores to arrive at a team score.

Caring for your Electronic Dartboard:

Never use metal tipped darts on this dartboard. Metal tipped darts will seriously damage the circuitry and electronic operation of this dartboard.

Do not use excessive force when throwing darts. Throwing darts too hard will cause frequent tip breakage and cause excess wear on the board.

Turn darts clockwise as you pull them from the board. This makes it easier to remove darts and extends the life of the tips.

Remove the batteries when not in use. This will prolong the life of your batteries.

Do not spill liquids on the dartboard. Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.

Automatic Suspend Mode Feature:

The dartboard will automatically suspend if no action occurs within approximately three minutes. This is designed to save power or battery life. A sound effect will play and the display will indicate "SLEEP" (see below). All scores will be stored in memory and play will resume when any button is pressed.

S L -
E E P

Display in Sleep Mode

Digital Play Feature:

This exciting feature allows solo player to play against the computer at one of five different levels of skill – only 1 player can compete against the Digital Play competitor. This adds a level of competition to normally routine practice sessions.

To activate the Digital Play opponent:

Select the Game you wish to play
Press **Digital Play** button
Select Digital Play opponent skill level by pressing the **Digital Play** button continually

Digital Play Levels

Level 1	Professional
Level 2	Advanced
Level 3	Intermediate
Level 4	Novice
Level 5	Beginner

Press **START** to begin play

When play begins:

The 'human' player throws first. After 3 darts are thrown, go to the board to take darts out and press **START** to change to the next player (Digital Play). Watch as the Digital Play opponent's dart scores are registered on the display. After the Digital Play opponent completes his round, the board will **automatically reset** for the "human" player. Play continues until one player wins. **Good luck!**

Game Menu

G01	301	G33	Hi Score (14 rounds)
G02	401	G34	Round the clock 1 single
G03	501	G35	Round the clock 5 single
G04	601	G36	Round the clock 10 single
G05	701	G37	Round the clock 15 single
G06	801	G38	Round the clock 1 doubles
G07	901	G39	Round the clock 5 doubles
G08	Cricket	G40	Round the clock 10 doubles
G09	No-score cricket 1	G41	Round the clock 15 doubles
G10	No-score cricket 2	G42	Round the clock 1 triples
G11	Pick IT No-score cricket	G43	Round the clock 5 triples
G12	Scram	G44	Round the clock 10 triples
G13	Cut throat cricket	G45	Round the clock 15 triples
G14	Count up 300	G46	Killer
G15	Count up 400	G47	Double down
G16	Count up 500	G48	Double down 41
G17	Count up 600	G49	All fives 51
G18	Count up 700	G50	All fives 61
G19	Count up 800	G51	All fives 71
G20	Count up 900	G52	All fives 81
G21	Count up 999	G53	All fives 91
G22	Hi Score (3 rounds)	G54	Shanghai 1
G23	Hi Score (4 rounds)	G55	Shanghai 5
G24	Hi Score (5 rounds)	G56	Shanghai 10
G25	Hi Score (6 rounds)	G57	Shanghai 15
G26	Hi Score (7 rounds)	G58	Golf-9 holes
G27	Hi Score (8 rounds)	G59	Golf-18 holes
G28	Hi Score (9 rounds)	G60	Football
G29	Hi Score (10 rounds)	G61	Bowling
G30	Hi Score (11 rounds)	G62	Baseball-6 inning
G31	Hi Score (12 rounds)	G63	Baseball-9 inning
G32	Hi Score (13 rounds)	G64	Steeplechase

G65	Hurdle	G76	Light Off Warfare
G66	Shove a penny	G77	Helicopter(Beginner)
G67	Nine dart century	G78	Helicopter(Int.)
G68	Color Shot (Light off)	G79	Helicopter(Adv.)
G69	Color Shot(Light up)	G80	Helicopter(Exp.)
G70	Speed wheel	G81	Memory
G71	ROUND A BOUT(Beginner)	G82	Sharpshooter
G72	ROUND A BOUT(Int.)	G83	ADD IT UP(Game to 11)
G73	ROUND A BOUT(Adv.)	G84	ADD IT UP(Game to 15)
G74	Pick-It Cricket	G85	ADD IT UP(Game to 21)
G75	Light Up Warfare	G86	Tug of war

Game Rules

301:

This popular tournament and pub game is played by subtracting each dart from the starting number (301) until the player reaches exactly 0 (zero). If a player goes past zero it is considered a "Bust" and the score returns to where it was at the start of that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for the next round.

In playing the game, the double in / double out option can be chosen (double out is the most widely used option).

- Double In - A double must be hit before points are subtracted from the total. In other words, a player's scoring does not begin until a double is hit.

- Double Out - A double must be hit to end the game. This means that an even number is necessary to finish the game.

- Double In and Double Out - A double is required to start and end scoring

401 Starting number 401
501 Starting number 501
601 Starting number 601
701 Starting number 701
801 Starting number 801
901 Starting number 901

CRICKET:

Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to "close" all of the appropriate numbers before one's opponent while racking up the highest number of points.

Only the numbers 15 through 20 and the inner/outer bullseye are used. Each player must hit a number 3 times to "open" that segment for scoring (Refer to Tournament Cricket Scoring section for explanation on how players' marks are registered). A player is then awarded the number of points of the "open" segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as two hits, and the triple ring counts as 3 hits.

Numbers can be opened or closed in any order. A number is "closed" when the other player(s) hit the open segment 3 times. Once a number has been "closed", any player for the remainder of the game can no longer score on it.

Winning - The side closing all the numbers first and accumulating the highest point total is the winner. If a player "closes" all numbers first but is behind in points, he/she must continue to score on the "open" numbers. If the player does not make up the point deficit before the opposing player(s) "closes" all the numbers, the opposing side wins. Play continues until all segments are closed - the winner is the player with the highest score.

NO-SCORE CRICKET: (Press SELECT button when Cricket is displayed)

Same rules as standard Cricket except there is no point scoring. The object of this version is to be the first to simply "close" all the appropriate numbers (15 through 20 and the bullseye).

SCRAM: (For 2 players only)

This game is a variation of Cricket. The game consists of two rounds. The players have a different objective in each round. In round 1, player 1 tries to "close" (score 3 hits in each segment - 15 to 20 and bullseye). During this time, player 2 attempts to rack up as many points in the segments that the other player has not yet closed. Once player 1 has closed all segments, round 1 is complete. In round 2, each player's roles are reversed. Now, player 2 tries to close all the segments while player 1 goes for points.

The game is over when round 2 is complete (player 2 closes all segments). The player with the highest point total is the winner.

CUT-THROAT CRICKET:

Same basic rules as standard Cricket except once scoring begins, points are added to your opponent(s) total. The object of this game is to end up with the fewest points. This variation of Cricket offers a different psychology to the players. Rather than adding to your own score and helping your own cause as in standard Cricket, Cut-Throat offers the benefit of racking up points for your opponent(s), digging him in a deeper hole. Competitive players will love this variation!

PICK IT CRICKET:

This game is very similar to standard cricket. Instead of using the traditional segments used in standard cricket, (15,16,17,18,19,20, & Bullseye) players face new and unfamiliar targets randomly selected by the computer. The game will consist of six random segments and Bullseye. All other rules apply as detailed in standard Cricket.

COUNT-UP 300:

The object of this game is to be the first player to reach the specified point total (300). Point total is specified when the game is selected. Each player attempts to score as many points as possible per round. Doubles and triples count 2 or 3 times the numerical value of each segment. For example a dart that lands in the triple 20 segment is scored as 60 points.

The cumulative scores for each player will be displayed in the LCD display as the game progresses. **Additional variations of this game are detailed on page 12. The rules are the same except the point total varies as indicated in the number.**

COUNT-UP 400
COUNT-UP 500
COUNT-UP 600
COUNT-UP 700
COUNT-UP 800
COUNT-UP 900
COUNT-UP 999

HIGH SCORE:

The rules for this competitive game are simple - Rack up the most points in three rounds (nine darts) to win. Doubles and triples count as 2x and 3x that segment's score respectively. **Additional variations of this game are detailed below. The rules are the same except the number of rounds varies as indicated in the number.**

HIGH SCORE - 4 Rounds
HIGH SCORE - 5 Rounds
HIGH SCORE - 6 Rounds
HIGH SCORE - 7 Rounds
HIGH SCORE - 8 Rounds
HIGH SCORE - 9 Rounds
HIGH SCORE - 10 Rounds
HIGH SCORE - 11 Rounds
HIGH SCORE - 12 Rounds
HIGH SCORE - 13 Rounds
HIGH SCORE - 14 Rounds

ROUND-THE-CLOCK:

Each player attempts to score in each number from 1 through 20 and bullseye in order. Each player throws 3 darts per turn. If a correct number is hit, he/she tries for the next number in sequence. The first player to reach 20 is the winner.

The display will indicate which segment you are shooting for. A player must continue shooting for a segment until it is hit. The display will then indicate the next segment you should shoot for.

There are many difficulty settings available for this game. Each game has the same rules, the differences are detailed as follows:

ROUND-THE-CLOCK 5 - Game starts at segment number 5
ROUND-THE-CLOCK 10 - Game starts at segment number 10
ROUND-THE-CLOCK 15 - Game starts at segment number 15

Since this game does not utilize point scoring, the double and triple rings count as single numbers.

We have added some additional levels of difficulty to this game for those looking for a real challenge!:

ROUND-THE-CLOCK Double - Player must score a Double in each segment from 1 through 20 in order.

ROUND-THE-CLOCK Double 5 - Game starts at double segment 5
ROUND-THE-CLOCK Double 10 - Game starts at double segment 10
ROUND-THE-CLOCK Double 15 - Game starts at double segment 15

ROUND-THE-CLOCK Triple - Player must score a Triple in each segment from 1 through 20 in order.

ROUND-THE-CLOCK Triple 5 - Game starts at triple segment 5
ROUND-THE-CLOCK Triple 10 - Game starts at triple segment 10
ROUND-THE-CLOCK Triple 15 - Game starts at triple segment 15

KILLER:

This game will really show who your friends are. The game can be played with as few as two players, but the excitement and challenge builds with even more players. To start, each player must select his number by throwing a dart at the target area. The LCD display will indicate "SEL" at this point. The number each player gets is his assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts.

Your first objective is to establish yourself as a "Killer" by hitting the double segment of your number. Once your double is hit, you are a "Killer" for the rest of the game. Now, your objective is to "kill" your opponents by hitting their segment number until all their "lives" are lost. The last player to remain with lives is declared the winner. It is not uncommon for players to "team up" and go after the better player to knock him out of the game.

DOUBLE DOWN:

Each player starts the game with 40 points. The object is to score as many hits in the active segment of the current round. The first round, the player must throw for the 15 segment. If no 15's are hit, his score is cut in half. If some 15's are hit, each 15 (doubles and triples count) is added to the starting total. The next round players throw for the 16 segment and hits are added to the new cumulative point total. Again, if no hits are registered, the point total is cut in half.

Each player throws for the numbers as indicated in the chart below in order (the LCD screen will indicate the active segment in which to throw). The player who completes the game with the most points is the winner.

	15	16	D	17	18	T	19	20	B	TOTAL
Player 1										
Player 2										

DOUBLE DOWN 41:

This game follows similar rules as standard Double Down as described above with two exceptions. First, instead of going from 15 through 20 and bullseye, the sequence is reversed which will be indicated on the LCD display. Second, an additional round is included toward the end in which players must attempt to score three hits that add up to 41 points (20, 20, 1; 19, 19, 3; D10, D10, 1: etc.). This "41" round adds an extra level of difficulty to the game. Remember, a player's score is cut in half if not successful, so the "41" round presents quite a challenge!

	20	19	D	18	17	T	16	15	41	B	TOTAL
Player 1											
Player 2											

ALL FIVES - 51:

The entire board is in-play for this game (all segments are active). With each round (of 3 darts) each player has to score a total which is divisible by 5. Every "five" counts as one point. For example 10, 10, 5 = 25. Since 25 is divisible by 5 fives, this player scores 5 points (5 x 5 = 25).

If a player throws 3 darts that are not divisible by 5, no points are given. Also, the last dart of each round must land in a segment. If a player throws the third dart and it lands in the catch ring area (or misses the board completely), he earns no points even if the first two.

darts are divisible by 5. This prevents a player from "tanking" the third throw if his first two are good. The first player to total fifty-one (51) "fives" is the winner. The LCD screen will keep track of the point totals. Additional variations of this game are detailed below. The rules are the same except the total needed to win varies as indicated in the number following the game.

ALL FIVES - 61
ALL FIVES - 71
ALL FIVES - 81
ALL FIVES - 91

SHANGHAI - 1:

Each player must progress around the board from 1 through 20 in order. Players start at number 1 and throw 3 darts. The object is to score the most points possible in each round of 3 darts. Doubles and triples count toward your score. The player with the highest score after completing all twenty segments is the winner. Additional variations of this game are detailed below. The rules are the same except the starting segment varies as indicated in the number following the game.

SHANGHAI 5 - Game starts at segment 5
SHANGHAI 10 - Game starts at segment 10
SHANGHAI 15 - Game starts at segment 15

GOLF – 9 Holes: (***GOLF – 18 Holes :*** Same as below except play lasts 18 holes (rounds))

This is a dartboard simulation of the game golf (but you don't need clubs to play). The object is to complete a round of 9 through 18 "holes" with the lowest score possible. The Championship "course" consists of all par 3 holes making par 27 for a nine hole round or 54 for a round of 18.

The segments 1 through 18 are used with each number representing a "hole." You must score 3 hits in each hole to move to the next hole. Obviously, double and triples affect your score as they allow you to finish a hole with fewer strokes. For example, throwing a triple on the first shot of a hole it is counted as an "eagle" and that player gets a completes that hole with 1 "stroke."

Note: The active player continues to throw darts until he "holes out" (scores 3 hits on the current hole). The voice announcer will indicate the player that is up - listen carefully to avoid shooting out of sequence. By the way, there are no "gimmes" in this game! Additional variations of this game are detailed below. The rules are the same except the number of holes needed to play.

FOOTBALL:

Strap your helmet on for this game! The first thing necessary is to select each player's "playing field." Each player can do this by throwing a dart or by manually pressing a segment on the board. This is entirely up to you, but whichever segment is select becomes your starting point which carries through the bullseye and directly across to the other side of the bullseye.

For example, if you select the 20 segment, you start on the double 20 (outer ring) and continue all the way through to the double 3. The "field" is made up of 11 individual segments and must be hit in order. So, keeping with the example above, you must throw darts in the following segments in this order:

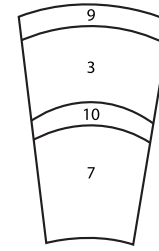
Double 20 ... Outer Single 20 ... Triple 20 ... Inner Single 20 ...
Outer Bullseye ... Inner Bullseye ... Outer Bullseye ... Inner Single 3 ...
Triple 3 ... Outer Single 3 ... and finally a Double 3.

The First player to "score" is the winner. The LED display will keep track of your progress and indicate the segment you need to throw for next.

BOWLING:

This dartboard adaptation of bowling is a real challenge! It is a difficult game in that you must be very accurate to rack up a decent score. Player one starts the game. You must select your "alley" by either throwing dart or manually pressing segment of choice. Once alley is selected, you have 2 remaining darts to throw in which to score points or "pins." Each specific segment in your "alley" is worth a given pin total:

Segment	Score
Double	9 pins
Outer Single	3 pins
Triple	10 pins
Inner Single	7 pins



There are several rules for this game as follows:

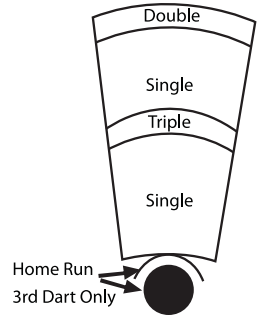
A perfect game score would be 200 in this version of bowling.
You cannot hit the same singles segment twice within the same "frame" (round). The second hit will count as zero points. Hint: Try to hit each single to reach 10 points in the frame.
You can score 20 points per "frame" by hitting the triple segment twice.
Hitting the double segment with your second dart will only count as 10 points if you scored a double on your first throw. Otherwise you will score a total of 9 points by throwing a double with your second dart.

BASEBALL – 6 Innings:

(***BASEBALL – 9 Innings :*** Same as below except play lasts 9 innings (rounds))

This dartboard version of baseball takes a great deal of skill. As in the real game, a complete game consists of 9 innings. Each player throws 3 darts per "inning."
The field is laid out as shown in the diagram.

Segment	Result
Singles segments	"Single" - one base
Doubles segment	"Double" - two bases
Triples segment	"Triple" - Three bases
Bullseye	"Home Run" (can only be attempted on third dart of each round)



The object of the game is to score as many runs as possible each inning. The player with the most runs at the end of the game is the winner.

STEEPLECHASE:

The object of this game is to be the first player to finish the "race" by being the first to complete the "track." The track starts at segment 20 and runs clockwise around the board to segment 5. To guide the player, the track will be lit throughout the game to show the current target. The first player to complete the course wins the race.

SHOVE A PENNY:

Only the numbers 15 through 20 and the bullseye are used. Singles are worth 1 point, doubles are worth 2, and triples are worth 3 points. Each player must throw for the numbers in order with the objective of scoring 3 points in each segment to move on to the next. If a player scores more than 3 points in any one number, the excess points are given to the next player. The first player to score 3 points in all segments (15 - 20 and bull) is the winner.

NINE-DART CENTURY:

The object of this game is to attempt to score 100 points, or come as close as possible, after 3 rounds (9 darts). Doubles and triples count as 2x and 3x their value respectively. Going over 100 points is considered a "bust" and causes you to lose **unless** all players go over. In that case, the player closest to 100 wins (player that scored the lowest amount over 100.

WARFARE

In this 2-player game, the dartboard is a battleground divided into two halves. The first player to hit all of the opposing segments (armies) wins the game. Segments do not have to be hit in order.

Player 1 is the "TOP" army and shoots darts at the bottom sections of the board.
Player 1 needs to hit bottom segments (6, 10, 15, 2, 17, 3, 19, 7, 16, 8)

Player 2 is the "BOTTOM" army and shoots for the top section of the dartboard
Player 2 needs to hit top segments (11, 14, 9, 12, 5, 20, 1, 18, 4, 13)

Adjustable difficulty settings are as follows:

BATTLEGROUND DOUBLES:

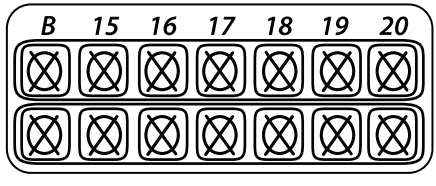
- Players shoot for double segments only to eliminate opponent's armies

BATTLEGROUND TRIPLES:

- Players shoot for triple segments only to eliminate opponent's armies

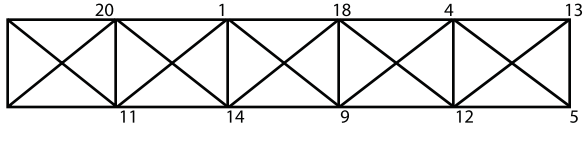
BATTLEGROUND with GENERALS

This variation of the game includes one more obstacle to accomplish. Players must capture the "general" after all segments (armies) have been hit to win the game. One hit on the bullseye will capture the general. Hits to the bullseye will not count if all segments are not first closed.

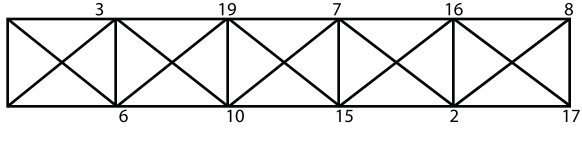


The top cricket scoring display on the dartboard shows player 1's army segments. Player 2's army segments are in the second row. Each time a segment is hit, the corresponding light will shut off. Follow the scoreboard map on the next page to keep track of which segments you need to hit to win.

Player 1's Army Segment



Player 2's Army Segment



Advanced Warfare:

The rules are the same as standard Battleground except now there are land mines on the battlefield! Players must be careful to avoid the land mines located in the Triple and Double rings of opponents segment numbers.

Any player that hits a double or triple ring on the opposing teams battlefield will lose an army of his or her own. For example, if player 1 mistakenly hit the triple ring of the "6" segment, they would lose their own army at the "11" segment. A mine can only be set off once in each segment per game.

LIGHTED NO SCORE CRICKET:

All Cricket game lights start on and need to be shot out. No Points style cricket rules are in play

Same rules as standard Cricket except there is no point scoring. The object of this version is to be the first to simply "close" all the appropriate numbers (15 through 20 and the bullseye). The number will light up in the beginning of the game. A number is "closed" when the other player(s) hit the open segment 3 times and the number will light off.

Light FX Pick it CRICKET:

LIGHT FX PICK IT CRICKET utilizes the no score point format

This game is very similar to standard cricket. Instead of using the traditional segments used in standard cricket, (15, 16, 17,18,19,20, & Bullseye) players face new and unfamiliar targets randomly selected by the computer. The game will consist of six random segments and Bullseye. The computer picked number will light up to guild the player. A number is "closed" when the other player(s) hit the open segment 3 times and the number will light off. All other rules apply as detailed in standard Cricket.

COLOR SHOT Lights off / Lights on:

The lit targets are on and turn off as you hit them (whites vs. colors))

The lit targets are determined by color of the segment areas on the dartboard

Light on version: all lights starting on, player 1 must hit all WHITE segments (Based on the large single segments) and player 2 must hit all COLORED segments. The colors are determined by the single segment. The lights will keep track of the targets remaining. To win, player 1 must shoot out all of the WHITE segments to turn off the lights or player 2 must shoot out all of the COLORED segments to turn off the lights. The first player who turn off his/her lights is the winner.

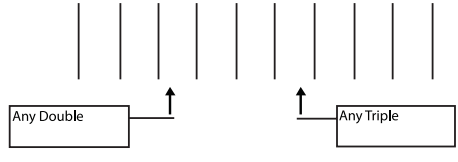
Light off version: all lights starting off, player 1 must hit all WHITE segments and player 2 must hit all COLORED segments. The colors are determined by the single segment. To win, player 1 must shoot out all of the WHITE segments to turn on the lights or player 2 must shoot out all of the COLORED segments to turn on the lights. The first player who turn on his/her lights is the winner. One hit on a segment should close the segment for both versions of color shot.

Light FX Warfare- 2 variations: Lights on Warfare/ Lights off warfare

In this 2-player game, the dartboard is a battleground divided into two halves. The number 11 and 6 will flash to show the battle line. To shoot the other players battlefield segments, player 1 would shoot for 14, 9, 12, 5, 20, 1, 18, 4, and 13. Player 2 would shoot for 8, 16, 7, 19, 3, 17, 2, 15, and 10. To win, player 1 needs to shoot on or off the lights for all of his opponents number (14,9,12,5,20,1,18,4, and 13) or player 2 needs to shoot on or off the lights for all of his opponents numbers (8, 16, 7, 19, 3, 17, 2, 15, and 10). The first person to do so would win. Segments do not have to be hit in order.

Lights on version: the game starts with all of the numbers on. Once the player 1 hit opponents segments, the number light will go off. When Player 2 is shooting, the lights that player 1 hit can still stay off. This will let players know how far ahead or behind they are. The first player turn all the lights off is winner.

Lights off version: the game start with no lights on. Once the player hits an opponents segment, that number light will go on. Lights will stay on even if it is not their turn. The first player turn all the lights on is winner.



ROUND A BOUT:

Beginner level: After a player starts the game, 4 adjacent illuminated lights with light on and proceed around the dartboard in clockwise rotation., The goal is to hit the moving illuminated area. Once a player shoots any one of the four illuminated figures, he or she wins the game. Each player has 3 darts; however, if the first player close any one of four illuminated figure in 3 darts. The first player win the game and the round is finished.

Intermediate level:
Same rules as beginner level. The rotation speed is faster in Intermediate level. The first player close the figure is the winner. Each player has 3 darts; however, if the first player close the illuminated figure in 3 darts. The first player wins the game and the round is finished.

Advance Level:
Same rules apply. The rotation speed is faster than Intermediate level. The first player close the moving lit area is the winner. Each player has 3 darts; however, if the first player close the illuminated figure in 3 darts. The first player wins the game and the round is finished.

HELICOPTER:

Four lights compose a helicopter blade, spinning around the dartboard. When player hit the blade, the light will go off. The first player to hit all four blades is the winner.

Beginner level: Blades rotates in slow speed
Intermediate level: Blades rotates in median speed
Advance level: Blades rotates in fast speed

Progressive Helicopter: Same rules as Helicopter, as you hit one blade, the speed gets progressively faster.

MEMORY:

In first round, the computer will randomly pick a number and the number will flash quickly. Player needs to remember and shoot the number to move on. If the player succeeds, in round 2 the computer will randomly pick 2 numbers and the numbers will flash again If the player succeeds again, in round 3 the computer will randomly pick 3 numbers and the numbers will flash. The players need to succeed in 3 rounds to win the game.

Sharpshooter- #'s stay lit until the round is complete (3 darts)

This game will keep players on their toes. In each round, the computer randomly selects a set of three targets the player must hit. The numbers will lights on. The player must try to hit all three targets within 15 seconds with 3 darts. The order doesn't matter. The player needs to hit all three appointed targets to win the game in 15 seconds.

STEEPLECHASE:

The object of this game is to be the first player to finish the "race" by being the first to complete the "track." The track starts at segment 20 and runs clockwise around the board to segment 5. To guide the player, the track will be lit throughout the game to show the current target. The first player to complete the course wins the race.

HURDLE:

Same rules as Steeplechase, but occassionally you will see a hurdle on the track. They are indicated by the FLASHING light. You must hit the triple segment of those numbers to get over that hurdle and continue through the course. The first player to complete the course wins!

TUG OF WAR:

The first person to take the lead by more than 50 points should be the winner.
The scores are shown in the LCD scoring screen.

SPEED WHEEL:

The object of the game is to shoot the lights out but you need to catch speedwheel light during 2 separate rounds.

First round, One light goes CLOCKWISE around the board very fast (we will call this light S). A player needs to hit the segment it is in. Once the player does that they will need to hit the same speed light that is going COUNTERCLOCKWISE (we will call this light W). A player does not need to win in 1 round (3 darts)- If they get light S, they will only shoot at W for the rest of the game. First player to complete Light S and Light W wins the game!

ADD IT UP:

Players shoot to get to the winning score

Beginner- Game to 11
Inter- Game to 15
Exp- Game to 21

Single Segment Area- 1 pt
Double Segment Area-2 pt
Triple Segment Area-3 pt
Single Bull-2 pt
Double Bull- 3 pt

To win, a player must be the first to 11, 15, or 21 points depending on the variation chosen

The first reach the appointed score player is the winner.

Important Notes

Stuck Segments:

Occasionally, a dart will cause a segment to become wedged within the segment separator web. If this happens, all play will be suspended and the scoring display will indicate the segment number that is stuck.

To free the segment, simply remove the dart or broken tip from the segment. If the problem is still not solved, try wiggling the segment until it is loose. The game will then resume where it left off.

Broken Tips:

From time to time a tip will break off and become stuck in the segment. Try to remove it with a pair of pliers or tweezers by grasping the exposed end and pulling it out of the segment. If this is not possible, you can attempt to push the tip through to the back of the segment. Use a nail that is smaller than the hole and gently push the tip until it falls through the other side. Be careful not to push too far and damage the circuitry behind the segment.

Don't be alarmed if tips break. This is a normal occurrence when playing soft tip darts. We include a pack of replacement tips that should keep you supplied for quite some time. When replacing tips, make sure you use the same type of tips that come with this dartboard.

Darts:

It is recommended that you do not use darts that exceed 18 grams on this dartboard. The darts included with this dartboard are 10 grams and use standard soft tips. Replacement tips are available at most retailers carrying dart products.
Look for soft tip dart accessories for all your electronic dart needs.

Cleaning Your Electronic Dartboard:

Your electronic dartboard will provide many hours of competition if cared for properly. Regular dusting of the cabinet is recommended using a damp cloth. A mild detergent can be used if necessary. The use of abrasive cleaners or cleaners that contain ammonia may cause damage and should not be used. Avoid spilling liquid onto the target area since it can result in permanent damage.